Vursk Scout Ship

- 1. Control Cell (Bridge)
- 2. Crew Cells (quarters)
- 3. Computer & Lab Cells
- 4. Community, Storage & Galley Cells
- 5. ?
- 6. Hive Control Cells (Life support, engineering, and main hatch)

Most likely will be 2 more decks in the narrow section connected to the engines- first will be access to a launch and the last will be the direct access tubes to the engines.







